

QUEST FOR GLORY"II

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY





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All New Format! QUEST FOR GLORY"II INCLUDES COMPLETE WALK-THRU INCLUDES ALL AREA MAPS LIST AND LOCATION OF ALL OBJECTS ALL SOLUTIONS REVEALED HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED THE PERFECT GAME ACCESSORY

QUEST FOR GLORY II

HINT BOOK
by
Lori & Corey Cole

Hi! We hope you have enjoyed playing Quest for Glory II. Trial by Fire. This is the second game in the Quest for Glory role-playing adventure series, and begins just after "So You Want To Be A Hero" ends. The four game series is designed to take place over the course of four seasons. In Trial by Fire, it is summer, and your character is in a desent region (not the best time of year to be in Shapeir, by all accounts).

The Quest for Glory series is set in a world full of magic, wonder, and humor. The people you meet have unique personalities, and you will need to take this into account when talking to them. Some of the answers you get to questions will be useful, other answers may be less useful or even incorrect. It all depends on to whom you are talking. The major enjoyment of this game comes from exploring new places and making new friends. By talking and asking questions of people as you go along, you will learn about the world and the problems you face. You will even learn solutions to many of the problems. It is up to you to put all this information together to win the game.

Quest for Glory is a role-playing game in that it allows you to choose the type of character you wish to play. This affects how the game is played, and what goes on in the course of the game. Your character will develop as you use his/her skills, and some puzzles require the character to have practiced and improved his skills to solve them. There is combat in this game, but it plays a much smaller role than in most computer role-playing games. Instead, the emphasis is on character interaction and puzzle-solving.

How to use this Hint Book (and still have fun)

The hints in this book are just that, hints, not answers. Much of the fun of playing any adventure or role-playing game is that flash of insight when you suddenly come up with the answer to a difficult puzzle. So you should only look at a hint in this book if you are really stuck, and totally out of ideas. Try not to look at any hints other than the one you need now.

In particular, try not to look at the lists of Puzzle Points and Inventory Irens, or at the walk-through, unless you are totally at a dead-end, and not having fun anymore. They will allow you to squeeze the last few points from the game, but they are not nearly as fun as figuring out the answers for yourself.

Quest for Glory contains a number of "arcade-like" sequences that may at first seem to require dexterity on the part of the player to solve. Most of these sequences are actually based more on your character's skill level than on your dexterity (although proper action on your part can make a big difference as well!). Don't be afraid to fail at them — practice makes perfect. The menu also has an option for setting the "Arcade Difficulty Level." If you don't like areade challenges, set this to "Easiest;" your score will not be affected.

Thank you very much for buying and enjoying our game. We were absolutely thrilled when the players of Quest for Glory I: So You Want To Be A Hero voted to make it Computer Gaming World's "1990 Adventure Game of the Year," and we continue to be delighted every time a player tells us how much they enjoyed our games. We hope that you will find Quest for Glory II: Trial By Fire an even more enjoyable experience than the first game. (Of course, if you haven't yet played So You Want To Be A Hero, what are you waiting for? We think you'll love it!)

Remember, your opinion matters a lot to us. Sierra has sold over 100,000 copies of Quest for Glory I, but we've seen letters from less than a hundred of you. We listen, and we care, when you write to tell us of your game experiences (good and bad). In addition, please make sure you return your Quest for Glory II product warranty card, if you haven't already. This will put you on the mailing list for the Sierra News Magazine, and make you eligible for a number of contests and benefits from time to time. More importantly, it's the best way we have of finding out who our players are. The decisions this year to move primarily to VGA games and high-density disks were heavily based on marketing surveys sent to players who returned their warranty cards. We really want to cover the needs of all our players (especially you) as best as possible, but we can't count your vote if we don't know you're out there!

In the meantime, enjoy Quest for Glory II: Trial By Fire, and we very much hope to see you again in the Summer of 1992 with Quest for Glory III: Shadows of Darkness. We will be paying a visit to an area strangely reminiscent of Old Transylvania, and continuing the saga (and the development of your character) begun in the first two games.

Welcome to the world of "Quest for Glory."

-

If you have never played a Quest for Glory game before, then you are in for something completely different. This game is a combination adventure and computer role-playing game with a large dose of fantasy gaming. There are puzzles to solve, monsters to defeat, and situations where what you do depends upon the type of character you are playing. First, you design the type of character you wish to play, with magic, fighting, and dexterity skills to choose from. You are the Hero, out to save the world telying upon only your was and skills to survive and succeed. In "So You Want To Be A Hero," your skills were needed in the Alpine valley of Spielburg. In the second episode of the "Quest For Glory" series, "Trial by Fire," you are needed in the land of Shapeir, a place of golden desert sands and timeless magic.

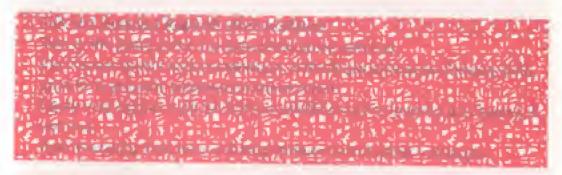
How to Get Started

First, read "What is Quest for Glory" (page 2) in your Technical Manual. Determine the type of character you'd like to play. The Fighter is the best character to choose when first starting out. His primary skills are Weapon Use, Parry, and Dodge. Read the Section on "Creating a Character" (page 2), "The Fighter" (page 3) and "Assigning Skill Points" (page 4) in your Technical Manual.

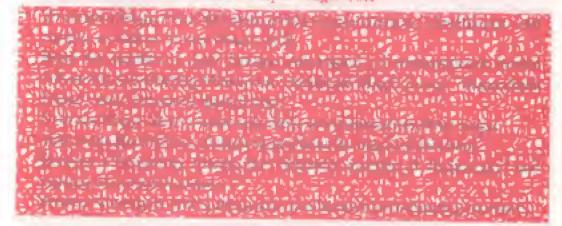
Select the Fighter character from the Create Character screen by pressing the [Emer] key when the word Fighter is highlighted, or by pointing to the word Fighter with your mouse and clicking. Now type a name for your character. Then use the [Tab] to highlight the word "Strength." Use your Right Arrow key to increase the amount of Strength. Then do the same for Vitality, Weapon Use, Parry, and Dodge. These are the attributes and skills critical for the Fighter character. Use the remaining points available wherever you wish, but remember, all the attributes contribute to your character's skills in some manner. When you have assigned all your points, press [Enter], and you will begin the game.

How to Play a Fighter

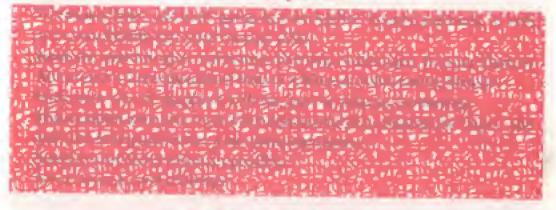




How to Play a Magic User



How to Play a Thief



How to Play a Mixed Character

force that there and more points to our so roth and Villas, is well as no your righting. Julis.

Read the sections in your Fatrons. Advinced by hitror opine trand. Leaf-Advanced Adventuring Manual on. Advinced by hitror opine trand. Leaf-Land of Shangar' (page 13).

At returneeds, aduly regimen of exercise to build up to aboutes, so practice trequently with Uhm can the Guild Hall Talk to Unura and Rokeesh about monsters.

Talk to the guard at the city gate about desert survival.

The Fighter should leek out mon ters in the desen to hone his fighting skuls, once he is properly prepared for desen travel.

Equip your Fighter with the finest available, word to increase his chances at survivil.

Ann Wrestling with Issur will help increase your Fighter's strength

To create a Magic User, add to ore points to your character's Intelligence and Andry as well as to your Magic skill.

Read the sections in your Famous Adventurer'. Corn. pondence School Advanced Adventuring Manual on 'Advanced Magic Using,' Basic Spell Usage' and Advanced Spell Usage.'

Visit the Magic Shop to same rew spells and information about may e.

I lk to the Enchantress to learn more about the magic of this land.

Become a Wiz rd by finding the "Wizard's Institute of Technology and passing the entrance exams."

Preci ce year spells out in the desert. Just be alert for wandering upon ters.

To create). I net, add mere points to your Agility, Vitality, and Luck, as well as to your Steadth and Lock Picking skills.

Read the section upon Advanced Fineving Techniques in your Famous Adventurer's Cerrespondance School Advanced Adventuring Manual.

Make thre you are equipped with the latest in thieving technology,

Make contact with your local. Thief representative by making the "Si in and le call the best place, to use your particular talents."

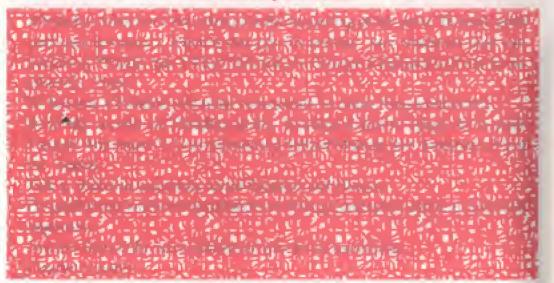
Practice conr skills wherever possible.

Never resist a good challenge

You can create a coaracter which has skills from all the other types of characters. This character will start our weeker in terms of his skills than

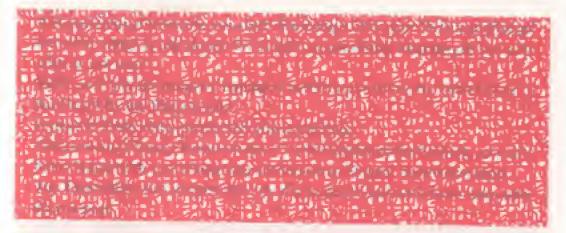


How to Play a Paladio

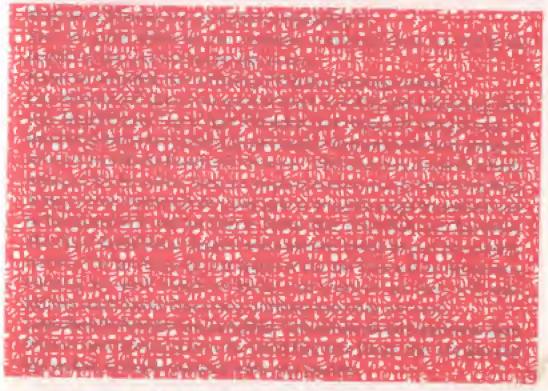


Game Play Tips

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How to Fight a Monster



Tourist Guide to the People and Places in Scenic Shapeir

Katta's Tall Inn

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an six of the harder but for over leviolating who can be the more flowed, income Than by Fig. (a.e. and ally three games) on a six different excess occurring depending upon the type of characters on play, module uses of a cter will followly expendence part of the line. We hashly teachers and that you play the light the expendence with a line with a higher character types.

All dad inchangers into selected in helpen intage the game distead, you character becomes a Paladin through his actions. Any character type can become a Paladin but a Thief that tries to become a Paladin will not be an expective. That

To been me a Fall, fin, you must concentrate on done, things honorably Readers' ection on Palladins under "Combat Careers" (page 4) in your Famou Adventurer's Correspondence School Manual, but remember, it is a bit biased.

Talk to Rakeesh and Omar about Paladins and Heroes

Do cood deads wherever and we enever you can, and never attack an on innedopponent.

Always choose the most he non-ble way to do son athma-

Counte & estants

Save your game frequently

Read your manuals. You'd be surprised how much valuable information to contained in them.

Don't pick up everything you see that get what you need

Try to think as your character would think. When you tace a puzzle, try to solve it with your character's skills. Every puzzle you need to solve it solvable with the skills you've thin en to other character may have a different solution).

Check your character sheet frequently [control S]. Skills which have characted will show up in red. Make sure your Health points and Stamma points do not get too low.

A key of the feet everyone, so it need Religione 24 may for Frenh call Minnest for some things robust about Tes in pick up cases from what people say as to what to ask next.

Make sure your equipped before you explore the desert. Influte the Guard by the Shapei mate.

It pays to listen when people tell you something.

The coas an to Rescir leave, on day 17 of the month of the Sorpera, so you'd better a rish with even then a you need to do in Shape is before that time

The Elementals will destroy the city at your don't deal with them soon after they appear

Rec Labout Comb n'i i your Technical M, nu Tep 91.

Save the game wherever you encounter a monster. Once you are in the combat screen, you will not be able to save.

If you are wounded take a He dow Pill before entiring combat

Low Stamina will affect your speed of affect as well as stan subtracting from your Health Points. I so a Vigor Pill before you engage for engage) a too. Rom imber that some monsters are too too this ight until your skills improve, so watch your Health Points and trun is ity whenever your character is badly damated. But be care til, there are some encounters you confirm way from A Magic II or should us the Count, pell to avoid the truth encounters until he has gained skill with his Dazzle. Flame Dart borce Bolt and Zap spells. The Thief should throw dangers at the monster before he gets in o combat. Just don't let him throw he last danger or clse the Thief will be defenseless.

trebting much harder. Don't carry anythin more than you need.

Learn about the Monsters you are fichting. Talk to Rakee hand Uhura, bout them.

Procure your lighting skills at the Guild Hall with Uhura. She will also give tips on how to handle monsters while you practice.

Carrying too much weight, or letting your character get tired, will make

This is the place where you will spend the right and eat most of your nicals

What to do at the Shapeir Gate Plaza

The Streets of Shapeir

The Money Changer

If you are a Thief Character

the contract of the second of

during your day in Shipeir. You can gain a bit of inform, from here if you are the right questions.

The important people whom you will find here are your triends Ship teen, the linkeeper, Shema, his wife and real keeper of the lim; and Abdulla Doo, the former tradit, upon whose that carpet you rode here. On soft elevening the Poet Ornar will perform

To find your sleeping quarters, simply full in Shema when she leaves. For a good time, watch Shema's Dance.

For a profitable experience, listen to the Poet Omar, and he sare to que from linu afterwards

Sharneen will keep you informed about what goes on at the lim and some events in the city. Ask him about Raseir, the Solian, and guest.

Shent its the motherly type who will try to keep you more that well-fed. She will also give you waitings if there is danger. Ask Shenia about Rateir, runtors, Sharat, and the underground.

Abduit De cordy spends part of his time is the lim. You will find him thereon days 1, 5, and 14. Ask him shoul the Sult in, the Astrologer, News the Emil, and Raseir, For more practical in time, isk him shoul money and the Milling Changer.

Omar and Jacabar are only present on the evenings of days 3. 11 and 16. Make a point of showing up in time to the them. As Contrabout Dervish, Riseir, Paladar, Jacabar Rumins, Astrologer, Rakee in and Enchantress.

The sooner you can buy something from Allichica, the conter this game will be. Ask the merchants here about mency and the Money Changer. If you need a partit ask him as well

Alichica will try to sell you many thing, but there are only two things lie his that are returily useful. He will be glad to give you directions to various places, but make any you have the stryet mip of Ship sir bandy whin he does. His directions are now the conest to follow. Neither are some of his an ivers to other question, but they are amusing. A killim about Kana. We then securence, and Elemental

Lisha the Flower merchant will gladly sell you flowers. Ask her about Musician, snake, and Sitar.

Sitar is the Musician and Hissa is the snake. Look at the musician for a him of what to do with him.

The Beggar is cometunes present here on days 7, 10, and 15. He is a humble man who relies on the generousity of others.

To really do some site seeing in Shapeir, you will need both the street map that came with the game and the one you can buy from Alichica, First, you need to get some local money, though. Ask the merchants how to find the Money Changer.

When wandering down the streets, type, "Look" whenever you approach an intersection of streets. This will give you the names of the streets. Now you can locate your position on the street map.

Once you have Alichica's map, you can use it to go places you have visited previously. Simply type "use map," use the arrow keys or your mouse to select the focusion, and press [return] or click on a.

Buy a compass and use it when you get confused by the twisty passages.

The Money Changer is located at the southern end of Dinar Tarik. Consult the street map that came with the game to find her

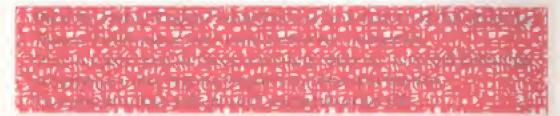
"Look" at her guard.

The Money Changer is open quite late at night. As a result, she sleeps late in the mornings.

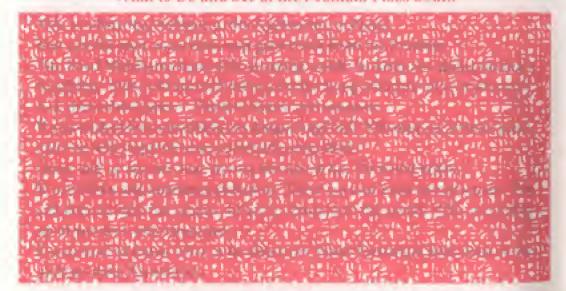
The Money Changer will be overjoyed to exchange some money with you ifter a slight commission, of course). For a better deal, exchange small amounts at a time

The Money Changer will give you valuable information about the Sultan, Raseir, and Ferrari

If you approach the Money Changer correctly, she can be very useful to you



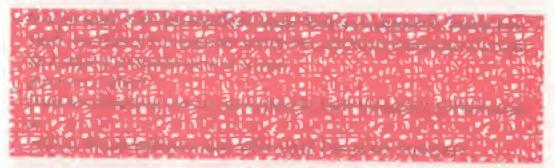
What to Do and See at the Fountain Plaza South



What To Do and See At The Fountain Plaza North



The Apothecary



The Magic Shop

What to Do and See at the Plaza of the Fighter East

If you are a Magic User or a Thief

and the control of th

Once the Mirror Changer recognizes we raw a Jack Lask her about the Thomas Countd, and to her a favor. In the instructions. Once we have done the favor, return here. Show her your stuff rather than just giving it to her. You can have an for a little ideal that way.

Once you have dealt with the stuff, it is built to safe.

The is where the entrance to the Apothecary intourid.

You can fill your waterskin and beto fronk from the fountain. The Food Merchants here ofter tempting mack, to keep you going during a roughday. They will also self rations to take the own kit you on your journey. Ask them about prices, feal fels, dates, and souruses.

If you will improve your comman cation skill.

Omar and Jalafar are lere during the day of the 7th to tell poetry. If you find a first term here, pick it up. There is a clue to its owner inside. You can keep it, take the mousy, or my to return it to the owner. This is entirely up to you and your character.

If you need to know what to do about the Water Elemental here, look in the

This is where the entrance to the Mirere Shop is found. You can full your waterskins and get of this from the foundain. Bateau with the Brasi Merchant for the filling he recommends you buy. The Plant Merchant has son eithing you can use a rankst one of the Elementals. Lasham with be hoppy to help you if you tell him about that Elemental. If you need to know what to do shout the Water Elemental here, look in the section under Elementals.

The Apothecary is a source of pills which will help your survival.

If you need money, you can self-certain it enster parts here.

Herik, Atturing be an impotient man with a firry temperament, but he doc-

have his work. Ask hom about Pirls, Disp. Potions, components, Rasert Fire. Earth, the Frint of Compossion, and the Fire and Earth Elementals. Ask him for further information on which he says.

It you are a limit -

Horik has a mellim soon can use a sam to the Eorth Elemental. Tell him about it

You can buy an important (and nather thek) Tool of the Trade here.

The Magac Shop is the place for Magic Items and information.

Ke mon I. This may be an airbe. I and overly fond of dispiping name, but he dises know a lot, bout magic and the magical thing, going on around Shape it. Drop in to his store whenever you have a question. Ask him about magic, the Frich intress, W.T. the Sultan, the Dervish, spells, the various elementals, and anything ease that his to do with magic.

Unless you have a very strong stom chi, don't ask about lish.

Keapon will give you a very jubite class about the Vir Elemental as you are leaving one day.

You can also get something you can use again a the Air Demental here, if you know what was nor

Keapon will gladly pay for the Whirl of a Dervish once you get it. Seek it in the do-cri.

It was the a Marin User some in his pells here.

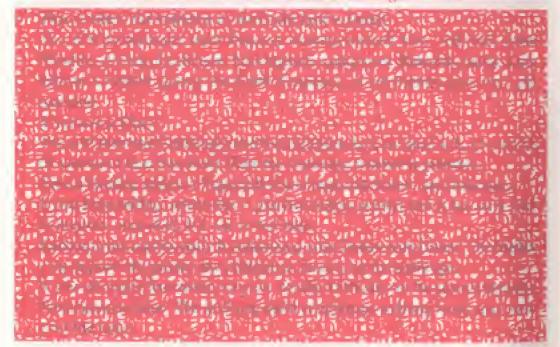
If non-are a Third - You can buy a very important Tool of the Trade here.

This is where the entrance to the Weapon Shop is found. Both Merchanis here will will you sumething you will need it some point in the game.

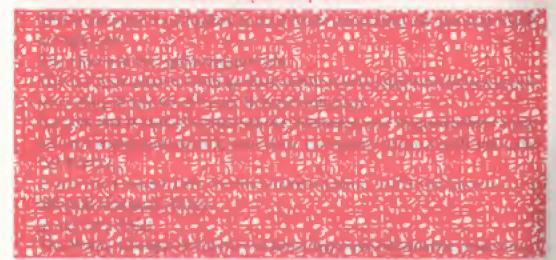
Unless you are very strong, or play your spells at the right time and place, the re-best place to get a crucial item to u.e. a larger one of the Elementals. Try the only at right



What to Do and See at the Plaza of the Fighter West

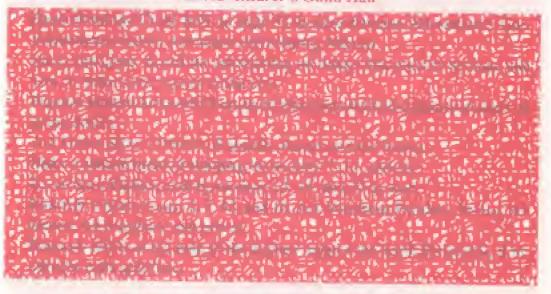


The Weapon Shop of Issur





The Adventurer's Guild Hall



What to Do and See at the Plaza of the Palace West



What to Do and See at the Plaza of the Palace East



The Astrologer

ing the state of t

The Thier wall need a magic item to get the item It you get caught, try to talk your way out of it.

This is where the entrance to the Guild Hall is found.

You will occasionally meet Rakeesh sunning himself fiete. Ask him a bour Paladins, his leg, the demon, his kingdom, and power Rakeesh con be a big help to a Fighter against the Earth Elemental, it the Fighter asks the right question.

If you are a Three-

You will meet the Challenger and his Tightrope here on days 4, 8, 11, and 16 til you don't beat him firsti. Take the challenge whenever possible.

Take a Healing and/or a Vigor pill if you need one before the challenge If you keep failing, remember - practice makes perfect and is the only way to improve your skill. It's o.k. to fail here.

Build up your Agility daily by procueing your Dodge with Chura. The highestour Asility, the present the churce of success on the reducing

If you are really frustrated, set your Areade Difficulty to the lowest setting. Never give up hope. The skill you build at rightrope walking today may save your life later.

This is the place for a Fighter to get a better sword than the one with which he starts out.

The Thiet can buy spore danger here

This is a good place to build up the strength of your character (as long as you are willing to pay for it) - Ann Wiestle with Issur.

An item that is crucial against the Air Elemental can be gained here if you are very strong and can be at Issur at his own came, or use a spell and some fast talk no

If you can't out yit I sur for this import in item, you'll just have to try a different approach outside.

Homand a Phil

The Money Changer will live you some important information about this

room. Follow ter in tructions, but don't take too long. It at litst you don't succeed, either toy using one of your Tools of the Trude to make things go a fittle easier, or go away and toy as in some other time, after you've built up a fittle more strength.

Read about the Guild Hall on page 11 in your Famous Adventurer's Correspondence School Advanced Adverturing Manual

Study the Quest Board for information on things that need to be done and how to make some atomey in the city.

Practice Marisal Arts with Uhura to increase your skills and chance of survival in the desert.

Ask Uhur, alx ut mot sters, Rakee h, Raseir, and the Sultan-

Make a special point of stopping by on days 7, 12, and 10.

If you are a Purhier, top by on days 13, 14, and 15 as well

Rakeesh is here on days 2, 7, 12, and to Ask him about Paladins, his leg, the demon, his kingdom, and power.

Rakeesh can be a bre help to the Fighter against the Earth Elemental at neasks the right question

there is nothing you can alteral to purchase from these merchants.

For intown from on how to deal with the Air Elemental, look in the Elemental section further on in this book.

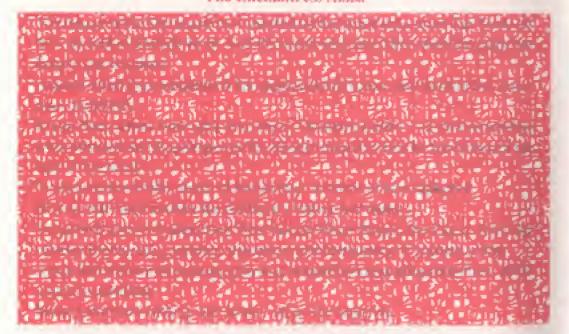
Make a point of dropping by here on Day 16, as Shema suggests. Remember your manners?

The only way to get into the Palace of the Sultan of Shapeir is to win the a ne. The Helo Awards Ceremony is held there.

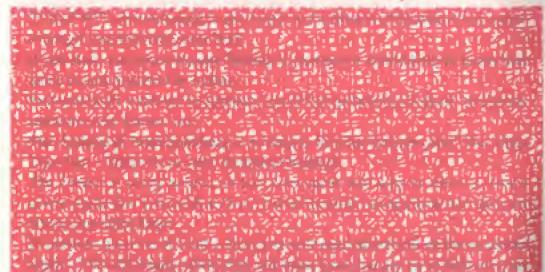
The Astrologicalives at the south end of Tank of Stars. Use the areet map that came with the game for help in getting there.

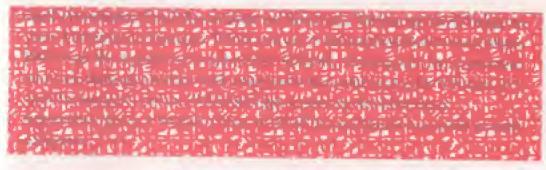


The Enchantress Aziza



The Wizard's Institute of Technocery





To pass the the Air Challenge



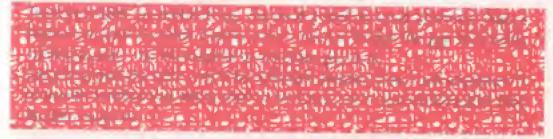
To pass the Earth Challenge



To pass the Water Challenge



To pass the Fire Challenge



Eternal Order of Fighters



The Astrology foretalls the future by reading the story. Alk and hour interest my sum and one of the first

He yell out live of none it you are will not to tell about your ele-

The hope of the late in the instruction the middle that Sat Tank of the act end of Shipati Tank Deathern the transfer with the cone of help in letters there.

Always mind you in milers when approaching Azola, and observe therefore their traditable,

If you don't know who cent you, reply, K., poin L. thin in it you remember who rick members to uplace and the Mogic Shop at talke he has between documents here.

To in-wer her noble, think of the answer interns of the Alphabet all you till con't inswer the riddle, its typing been me, i

Aziza will give you mayore is information about Magaz, the Djinn This, the various Elementas, or cirary elements, and or ntamers, if you are politic Aziza will tell your verything you every another know about the Plant Well.

amos everymap.

Me happened of section above to a like requests.

To find WTE you will resed to use no promote Stry exist Shapeir Grey a user of magic can find and enter WTE

It you have too much trouble finding it, perhans it would bely to know that Salar means Sore for in Arabic

You will need someone to sport or you at this most nous school, so choose someone who knows you.

The Archmage from Spielburg is will not to be your spoin or See. The Story Phils Fam. (page 6) myour Technical Manual.

The Pietest or prefty simple, so test your spells and was to solve it. Don't write if you don't neceed at firit you are senting valuable protect and can always try actions for

In order to pars the Wazard's Test, you will need a most all of the available pells. Visit the Wige. Shop first ard in Lesure you are up to due on your

spell information (read the social on Basic and Advince I Spell Using in your Advisor or is Mining I Wink, you me in the neighborhood, none Mana Pills from II of A sociation into it come in hardly. Once again, the expension you can through practice with social spells have can save your life it for Forspel the answer, so the Walk-through section in this Hint Book.

Remarker the is a Wizard'. To it os all of the problem have pells their solutions

Liest make the problem come to you. Then try to stay those the problem.

Take a up to up the Pre-fest to begin. Next, show it how bright you are. Once you begin to be one of the problem re-ning pell to really mick, it

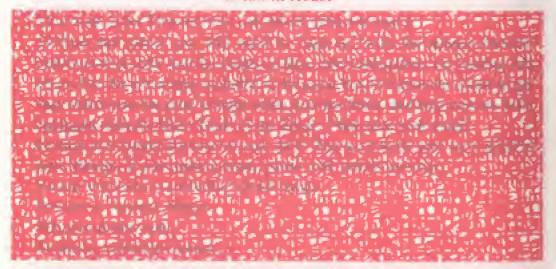
Fry the title flowed spell to dealing with the Theo little with something horder, but you have to wick the to ret where it will diviso ne good. Once you we created at opening, there are a couple of verys to widen it.

Ouse you open the mobilem ap, you need a speli to bring down the flames before you shall the door. First buy in It need to bridge the gap with some applied power to eithe origin. In others the physical

Or ce you pass the tests, you'll be a Wizard Initiate. Your final challenge is to doc'lle weather you really want to be a hero, or it you would rather take the easy way out.

Don't call them they'll call you as long as you are a Fighter. You will need high fighting shalls to become a member, so make sore you practice daily might you them. Then on its at the found Hall on days 13, 14, and 15 for higher marketings.

Break-in House



Saurus Stable and Gate to Shapeir

Desert Survival

The Dervish in the Oasis

Follow the directions given in order to find the house use the treet map included in the game box to figure out where to got. First, you'll have to make a decision to trust them, but how tar? Then you will have to prove yourself in bande, but your opponent is armed and you re not, so you'll need to contyour weapon and shield first. Hope you practiced your dodging skills ahead of time. Once you do not your examplement, it will be your skill against those of their best warrior. Once you down your opponent, the final decision is yours, whether to obey and earn the respect of the EOF, or whether to refuse to slay a helpless opponent and earn the scorn of the organization you seek to join.

This room is for Thieves only - all others reed not read it

To find this place, you will need to 'sign in' with the nearest thieves' representative. She will be happy to give you instructions for finding this place. Use the street map included in the game box to figure out where to go Just make sure the time is right when you get there, and that you are fully equipped with the latest Tools of the Trade. Then save your game.

Getting in is simple for one of your skills. You need to be very, very quiet in here, though It you noke a noise, pause a but before moving

Search everywhere, including and radings

Beware of squeaky funges.

When in doubt, hide.

Ne these sometimes counts

You will need to buy a Saurus if you want to survive the desert and win the game. This means dealing with Ali Fakir on day two or so:

To deal with Ali Fakir, if you don't have crough eash, you can retuse to make a deal with him when he asks. Don't play too hard to get, though, or he might give up and refuse to sell one to you.

To get your very own Saurus out of the pink type inde aurus.

The Sauros understands the following commands, "mount," "distribute," and "go home."

The Sicrus allows you to travel faster in the disent, and to use less water

The Sturus you bought may seem a bad hergain since he is very cowardly fit the Saurus rans away from a monster, just deteat the monster and wonder out of the mon. Once the Sand Worms clean up the me's, wander back and you'll find your Saurus patiently waiting for you. He follows the rule of always returning to the last place you both were together, assuming the danger is gone.

If you can't find your Saurus again, just head back to town on your own. The Saurus will eventurally make his own way back to the stable.

The guards at the gate know information about the desert, the caravan, preparations, the Dervish, and the Oasis

The guards will gladly put your Seurus back into the stable after voundismount and re-enter the city.

Read the desen survival section (page 14) in your Adventurer's Manual, Read about your Saurus under the "Saurus Stable and Gate to Shapeir" in the previous section of this Hint Book.

Palk to the gate guard about preparations.

Buy a Compass from Alichica to avoid getting turned around. At night, you can use the stars to orient yourself.

Healing and Vigor pills from the Apothecary will help you survive monster encounters.

Don't even think of exploring the desert without water

Night travel saves water, but gets you a different class of monsters to encounter.

If you get lost without a Saurus, remember the mountains are both north and south of the desen. The city of Shapeir is in the northern mountains.

The Oasis is a place to get a drink and refill your waterbags. You can also sleep here, but don't stay away from the city too long.

The Dervish is five screens south from the averlook of the city of Shapeir and three screens to the east (make a left turn since your perspective is turned around on the 4th screen).

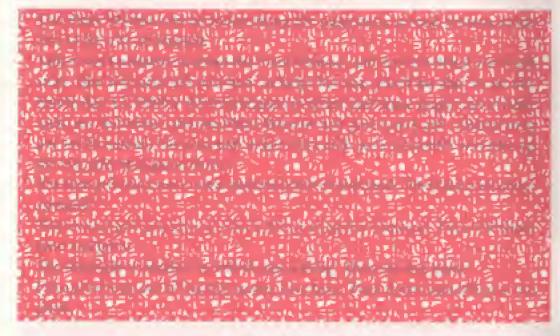
Visit the Dervish on day 12. He has a puzzle for you to solve. Ask for details



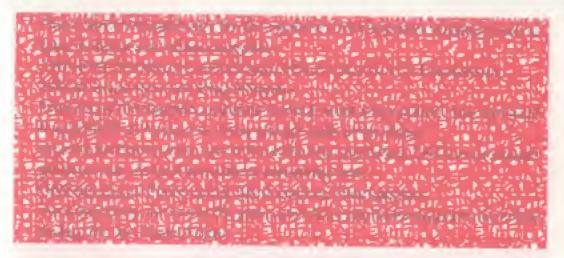
The Griffin



The Plant Woman



Caged Beast



Things to do in colorful Shapeir

Monster Mashing



Fighting the Jackalmen



Fighting the Brigands



Fighting the Scorpion

about what he says

The puzzle is five creens west of the Overlook of the day of Shiper and three screens south but only after dox 12.

The griffin nests along the cliffs west of town. It is always best to let sleepin. Griffins he.

The Fighter needs to do some careful searching to uncover a feather

The Thirt needs to do a fancy rope trick to gain a feither.

The Magic User needs to use a spell that will let him get to the nest to find a teather.

The Plant Worm in can be found along the meantains several screens to the east of the city of Shupeir

Talk to the Enchartress about the Plant Woman and Aziza will tell you a said tory. She will also tell you haw to help, but you won't be able to do this before day 12. Pollow the instructions in order, pull some magic out of your sick, say her name, and the Plant Woman will give you ugift. Julinar may not yet be human, but your part in her, tory end, here, (Another will take up the tale after this game ends.)

The first off you give town it anythe in the desert cods. Then tell a bit about yourself.

The second giff year give is what s left of an earlier satuation. Then tell about how you got it

The third gift is cuddly, an action, not a thing. Then say her note.

For a good way not to win this game, save here. Then throw something at the plant

The Caged Heast Les 5 screens to the west of the overlook of the curv of Shapeir and three screens to the moth offer day 11

The Dervi hacks to me important questions about the Caged Beast to which you must learn the inswers

Don't show too much pity for this monster, but remember nothing survives long in this desert without supplies.

Tack to the Apoth cary about Dr. pel Potions and Front of Compassion

Tall to Azizi about the Plant Woman.

Find (see of the ingredients and have Horiz make you a potion. You will need to add the find impredient when you get back to the Beaut

De tract the beast betote you try to get the final incredient. Don't let the mouth get near you, (Keep it busy doing something else,)

Give the Dispel Potron to the Brast, and see what hoppens,

For a quick way not to win the game, save tirst, and let the creature out before arving from the Dispel Potion.

Read the sections on combat in your manuals and Hint Book before trying this at home.

The Jaco time city to overwhelm you with sheer number trainer than skill. They are easy to kill, but whenever you are low in Health Points and there are more moniter to tight, run away. When you defeat a Jackatnian band, don't force to exact the bodies.

The Brief and the abit tougher thein the Jackaimen. Be sure to search the body afterward, they we profe bly killed and robbed less wary travelers.

Before so it if the Scorpton, talk to Hank at the Apothecary about pitts. He has some you will need Practice your dodging and blocking skills with Uhura. Don't let that Scorpton's tail bit you. Take a pill before combat just in case. If you do delear one, take the tail.

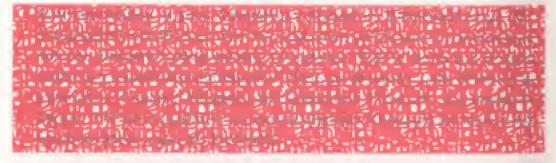
Fighting the Ghouls



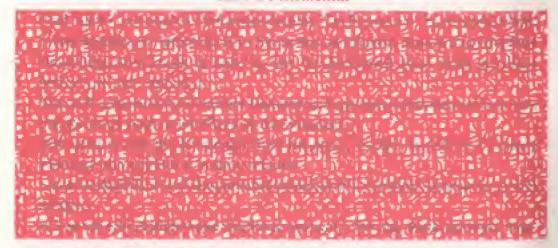
Fighting the Terrorsaurus



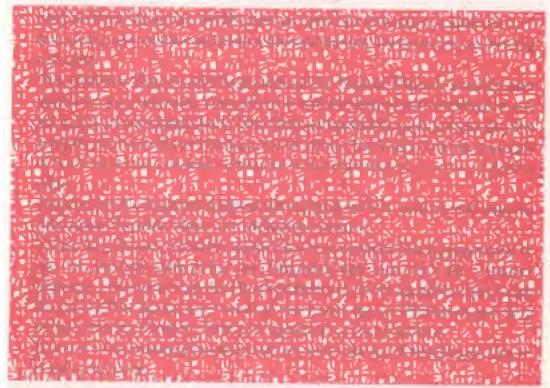
Eliminating the Elementals



The Fire Elemental



The Air Elemental



The Earth Elemental

The Ghouls come out only at might. Ask Ultura, Hard, and Rakeesh about them. Unlike most monsters, they don't really burt you, they just sop your will to live. It your Stamma sets low while fighting them - run away. On ear Ghoul drains all of your Stamma, you are finished. When you defeat the Ghoul, don't torget to collect its claws.

The Terror saurus is the toughest monster in the desert. Make sure you build up your combot skills betone you try to late him. Run away if you have to, but remember, the Terror saurus is fast. You might not esc pe. Take some Healing and Stantona Pills if you get a change.

Read the Section in your Adventurer's Manual on Elementals (page 20). Fortunately, you will never meet the most powerful Elemental mentioned, so don't be concerned about anchovy Indigestion. Talk to Aziza and Keapon Laffin to get some basic information. There are two parts to the defeat of an Elemental: Contrary Elements and Containers. There are also people in Shapeir who have an attituty for certain elements. Those are the ones to assignestions about a specific Elemental.

First talk to Aziza about Elementals and the Fire Element if Then talk to Hards at the Apothecusy about the Fire Elemental and Flame. You will need to buy something from Flank in order to line the Elemental away from the plaza before you can capture it

You will also need the Contrary Element and a proper container for tire. You can get them both in the Plaza of the Fountain

You need to lure the Elemental from the plaza, we tken it with its Contrary Element, and capture it in the cost, mer

Once weakened, it will leap into the container if it is handy. Otherwise, it will escape

It you are still stumped and need real answers: See the Walk-through, Day

5, meins Har Hook

Talk to Aziza about the Air Elemental. Then tolk to Keapon failfin. He will give you a very subtle clue about a proper comainer for our as you are leaving one time.

The container hides in plain sight around the Weapon Shop. If you tell Issurabout the Air Elemental, you can try to win the item at arm wrestline if you are a very strong lighter type. The 1b et will probably not dito steal the item at night, but you will reed a magic item to do so. The Marie Uter has a couple of ways to get the container. The easiest, but least ethical, is to use a spell at night.

You can get the Contrary Element from someon, who uses it with what he ells in the Fountain Plaza. Or ask Keape rabout it

To use the Contrary Element around the Air Elemental, the Figher needs to use his strength around the Air Elemental and then drop the Contrary Element. The Figure and the Fluet can both use throwing skills to get it into the funnel. The Marie User needs to use above the Air Elemental and Jupin the Commany Flement. Then just capture it in your container.

If you are still stumped and need real inswers. See the Walk-though, Day 9, in this Hun Back.

Firstfalk to Aziza and Hunk about the Earth Elementa L Talk to Rakcesh about the Earth Elemental. You will need to wear down the Earth Elemental with the Contrary Element before you can capture it.

The Container can be purchased from a merchant in the Fighter's Plaza
If you are a Fighter, Rakeesh will be more than happy to foun you the Contrary
Element you need for the task. Just ask some turner quastions about what
he says when he is talking about the Earth Elemental

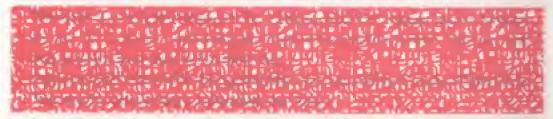
It you are a Thier, alk in Hank at the Apodiecary about Earth. You will need to be gain carefully for what you need

The Magie User is able to use one of his spells against the Earth Elemental, but it will take a lot of spells to weaken it.

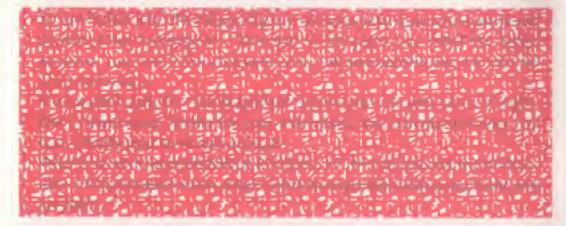
It ye i are still stemped and need real answers: See the Walk-though, Day 12,



Tourist Guide to the People and Places in Rustic Raseir



The Blue Parrot Inn



If you are a Thief



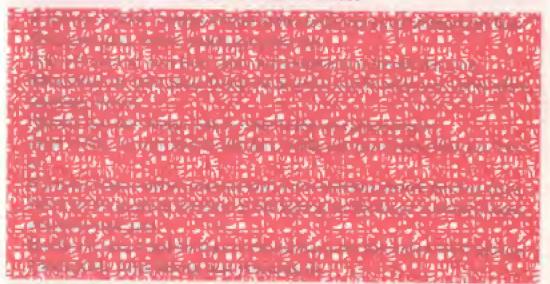
What to See and Do at the Raseir Plaza of the Fountain.



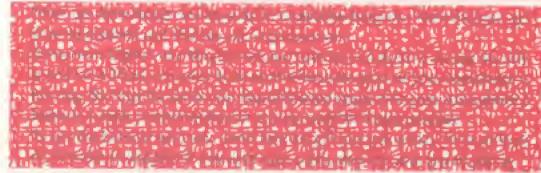
The Harem Girl's House



Raseir's Break-in House



The Dungeons of Raseir



of the Heat Beak

Ask Azizi about the Water Element Land containers, You directly have a correct of the Container Element, is will a a container for the Water Elemental unity syouth we then ready

Tyou are still tumped inductal real inswers. Section Walk-town h. Day 15, in this Him Book.

The only was to get to Robert in by core and and the carrivant eaves Shapert on day 17. Just get a good rest the tright before at the Kona's Triffinn, one you like on your way in the trompo

Once you have acrived in this quaint of the (v.) emember to obey all the rules. You will be sure to have a plear and tay here.

Signor betrain a five Blue Part a line is overs impost a firm research important to rollier in surpressions. The will be the place you spend the piph, assumant you say on here m's good a key Villam, bounk a surpression, the bounk and run in a

Your form is past the wall helped the bar but you a monly role a stinight. Don't worry about paying for your room there. You will discover that you have after by paid more than enough.

When you have been totroduced to be one, it is best to pay him for information. Ask him about service, water, someon expected. It skeys, tountain and prophery

Make one year cost to So not be man in the propertions or when calling to him. He will give you information about a fittle favor for wint, you to do. Follow his instructions.

On the morning of the executivity of your it y, the native are come out of their value of stage our content anothers por thor you. Because to you in the formation Plaza in Record

Gave the Hatern Girl whete it, what is but the first old bour Klaveco mores, taken, divinues. Ad Ave. Proves, control, Hatern, and maric.

bot an amusing way not to a mill avertise give before you enter the house and drop course pare unit of elether before extended.

If y using a Too is cort of better in the usual way to get instructions here. Say, your pair before undertaking this risk.

You will need of your timel skills and equipment to handle the case.

Remarker the rule, about being our at milke, full be very very quiet when traveling around

Quielly use or in the unitem to a new before the guard returns.

Once its ide, by very pottent and don't make any more none than you have to

It you do make a noise top and an a text miniment, before moving again. Don't let the hard at the door or the identity of the bones's moner districtly see from your four and

Hand the nut extend to don't of the column to the Advanced Buer fashion. Then quietly so tak out the way yet cause in

There are three third is you must do to escape the dungeon open the fate, letyour sumpmers, and find the secret passage out.

there is the first of Marke User, a resolutional kills tress perthered.

The rate of the fity you may be in trouble be and a more of your equipment is mission. Re-resolute section on Improvisation (page 9) in your Adventurer's Manual. Check your inventors of the box near the Kata property.

To get the Katta to trust you show him the efficient return day In or so from the Jeweler in Shape i. If you do not us to get the recy your getter gets by



Ad Avis



Things to Do and See in the Forbidden City



Opening the Door to the City



The Air Room



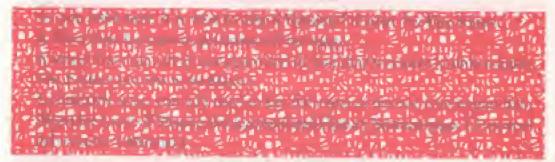
The Water Room



The Fire Room



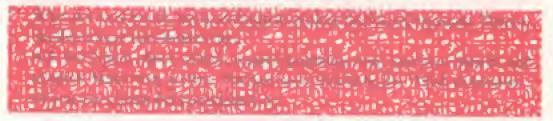
The Earth Room



The Treasure Room



Statue of Iblis Room



Ending the Game

Fighter's End Game Emir's Palace Gates



talking about your Kitta friends. Ask from all out the pin, the underground, escape, the palace, Ruseir, capture, and equipment.

Get your stuff and search the room. Use your strength or a spell to open the secret passage, if the Katta doe n't help. Then escape,

Ad Avis is a wonderful person, or so he says. Just do what he wants, and you will get along time with him, it you survive. After all, you really don't have a choice!

Read the section Backert and and History (page 13) in your Adventurer's Manual for a lustorical perspective to these impressive ruins

When Ad As is fells you to open the door, use what Zayishah gave you (check your inventory).

Rub the magic item you made earlier to see your way around. You will need to do something in the Water Room next door to stop the wind in this room.

Set your Areade Difficulty level in your Game Menu to a level appropriate to your own skill. Save your game. To cross the water, try it near the waterfall. Jump on at the right time, then jump off when you get near land.

Don't be sticked into thinking that's all you need to do in this room. Both the Fighter and the Magic User need to apply force here to stop the wind in the Air Room each in his own way. The Thief needs to use his powers of observation and his Thieves. Tools ("rock picks?").

Then climb the rocks to the left of the waterfall and cross back through the Air Room and into the Fire Room

Stop a few seconds and observe what goes on here.

Using water on yourself, fining the fire geysers carefully, and moving quickly but cautiously through this room will greatly improve your chance of survival.

As you enter here, it is wise to take a Healing Pill after the Fire Room.

A Thief uses his rope to get down oft the ledge.

A Magic User uses an up and down sort of spell (but you have to time it right). The Fighter just has to be Macho.

To open the door, you will need to say the name of the one who bound lbhs. (Read the Land of Shapeir Background and History Section (page 13) in your Adventurer's Manual.)

For a good way not to win the game, save first and check out the various treasures about the the room for interesting ways to die.

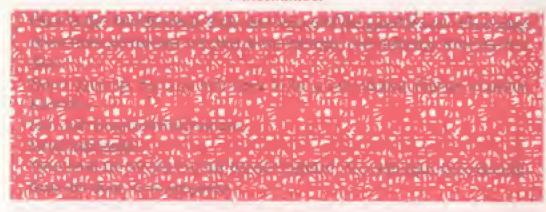
Otherwise, just pass on through

After Ad Axis leaves, use your lamp to explore the rest of the room. There is another magic item hidden here.

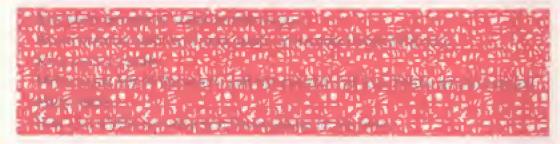
Ask the Djunii about wishes, master, prophecy, ring, prowess, health, and teleport. Make your wishes. The last wish should be the "Wish in teleport", so you can escape the Forbidden City.

The Fighter has no option but to fight the guards and force the door to get into the palace. Do it quickly before more guards arrive

Antechamber



Ritual Chamber



Wizard's End Game

Emir's Palace Gates

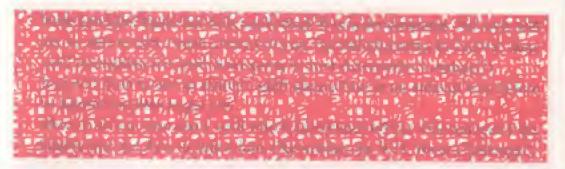


Antechamber



Ritual Chamber





Thief's End Game

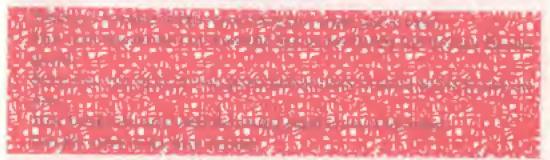
Emir's Palace Gates



Harem



Euruch's Room



Outside the Ritual Chamber



Once in the Antechamber, listen and wait until the guard leaves. Then jump down from the balcony for state down the rope) and challenge Khaveen to a due!

Never give up, but you will need to be a very skilled Fighter to defeat. Khoween

Get your weapon while you can

Save your game.

Then he if for the door to the Rittal Chamber. You will take some damage from this door, so be prepared

You have no time to waste in this room.

Avoid combat with the living statue. Remember your EOF test.

Kick over a cuidle.

Move to the left of the screen and run towards. Ad Avis before he can cust too more spells.

Don't let a little for stop you from getting to Ad Avis

The Majord Carmer Dazzl The goord and then. Open the parice races to enter.

After the guard leaves, allow Khaveer to relast with a speid. When Khaveen is out of the way use a spell to jot down. Prepare your off with a spell to face Ad Avia Save your rain. Use Magic to open the door to the Rutal Chamber and then go in.

You have no time to waste here.

Cast a spell to stop the living statue (remember the WTI Earth Challenge). Cast a spell at one of the unfit can lies to keep Ad Avis from highman it

Now you have made Ad Avis really mad. If you are protected, Ad Avis will not be able to cast a spell directly at you, but unfortunately, he has the same spell transember the spell description in your Adventurer's minutal?

You will need to use an indirect spell against him in an indirect way before he figures out how to 921 you

Move a bit left, then cast a spell which can bounce off the wall and knock the brazier into Ad Axis to detent him "Remember the WTF Water Challenge?")

First, Sneak in the shadow's up to the wall.

Wait until the Eurock mard is not going to spy you.

Use your rope to get up the wall.

Go off the side with the sign from the Servant Worn no.

Enjoy the show, but when it's time to go go!

Finning is estential in this room. Save your game just in case.

First, hade behind the Fish Fountain and let the Harem Oirl distract the one guard.

Keep your 'ye on the roving guard, and be ready to move before he can see you.

Hide behind the table until the roving guard is out of the room. Quickly neak to the door outside

Save your Game

You will first need to use your rope and all your halanems skills to get over to Ad Avis.

Throw correcting at one of the candle, to stop the ritual. Carefully avoid the spell. Ad Avis is throwing at your

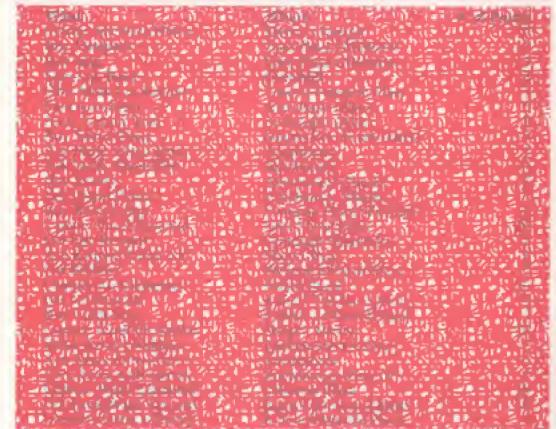
Cignative Cignat

Puzzle Points

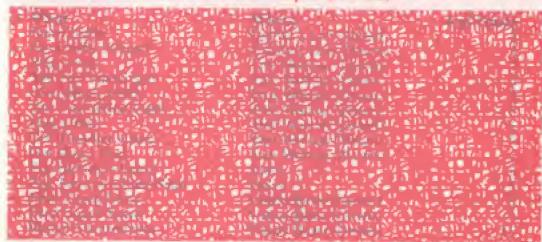
WARNING: Do not read this section until you have finished the game. It contains specific information that will spoil the game for you.

Points that all character types can get (400 total)

City of Shapeir (211 total)



Desert Outside Shapeir (86 total)



City of Raseir, Ferbidden City, and Endgame (103 total)

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n Berlind (1971) in Berlind in Colombia (1972) in C
radical calculation and the control of the control
(A) 有意思的思想的第三人称单数是有意思的。但是由于1000年,1100年

Points that only Fighters can get (100 total)

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學品質。這是學習品質	的 科拉斯斯斯斯斯斯	
571	ing thing.	
두 얼음이 한번 문에 단색 얼굴이	[[문] 문제국(점심)를 지하면(문제국)	(의업물의 강전) 바이번 의접 골시 안전(바이번)
region = portion and especial	Print and all all interes	to make a thing and a see that the see the see

Move across to the right pillar to get a direct line of sight at Ad Avis, and throw everything you've got at him.

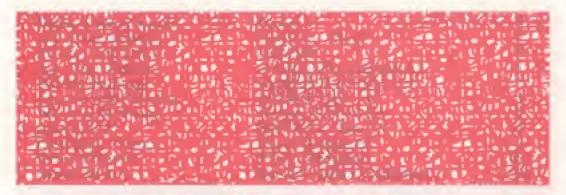
Each character class can get up to 500 Puzzle Points, with the exception of a higher or Magic User who becomes a Paladin feither can get up to 550 Puzzle Points). A Thief/Paladin can only get 500 Puzzle Points, since many Thief activities make it impossible to become a Paladin.

Li ten to Omar's Poetry K H or Foundant Plaza	Change Spielburg Monty Buy Compass Buy Milp Silon Log Book Give Money to Beggar Fild Astrologer Have Forture Told Buy Saurus Brigh Ask Harik About Farth Ask Harik About Fire Buy Incense Get Dispel Potont Buy Brass Lamp Capture Fire Elemental Get Fire Reward Ask Keipon About Air Get Hellows Capture Air Elemental Get Air Reward Buy Cloth Bar Capture Earth Elemental Get Ariza with Saurus Capture Water Flemental Get Enth/Water Reward Lilten to Omar's Poetry	Where Money Champer Gate Plaza (Alichica) Gate Plaza (Alichica) Gate Plaza (Alichica) Gate Plaza (Alichica) Gate Plaza (Abulta Astrologer (Abulta Astrologer (Abulta Astrologer (Abulta Apothecary (Apothecary (Apothecary (Harik)) Apothecary (Harik) Apothecary (Harik) Apothecary (Harik) Apothecary (Harik) Foundan Plaza (Tashiati) Gate Plaza/Street Guildhalf (Rakcesh) Maric Shop Weapon Shop or Plaza Palice Plaza (Kirom) Shapen Streets Enchantress (Aziza) Linchantress Enchantress (Day 10) Foundain Plaza Kata's Tad Inn (Omars Kita's Tad Inn (Omars Kita's Tad Inn (Omars Kita's Tad Inn (Omars Kita's Tad Inn (Omars	of Points transfer and a representation of the points of t
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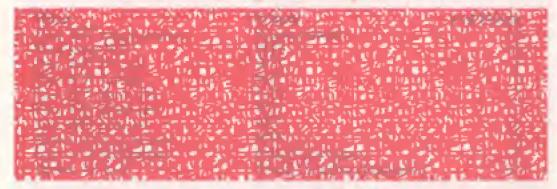
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Survey Earth Room	Forbidden Citi (Fanth)	7
Pass Sule man's Door	Forbidden City (Barth)	7
Survive Transure Room	Forbolden City	4
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Complete the Game	End Ceremony	20

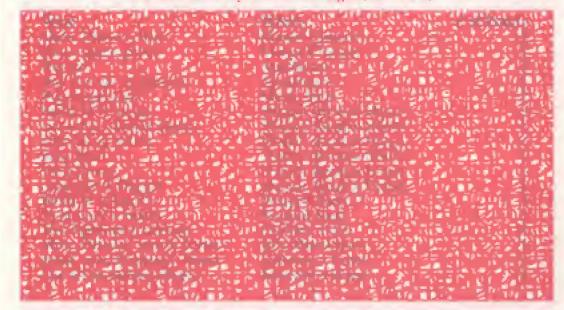
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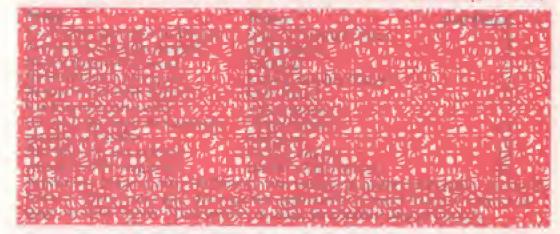


Points that only Thieves can get (100 total)

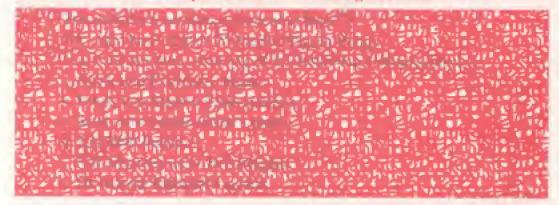




Bonus Puzzle Points for Paladins (awarded at the End Ceremony, 50 total)



Other requirements for becoming a Paladin



Spells and Where to Find Them

If you start the game with any skill in Magic, you are provided with all of the spells from Quest for Glory I: So You Want To Be A Hero that you can't otherwise obtain in Quest for Glory II. Your initial Skill level in these spells will be the same as your Magic Skill. Just to be fair, characters imported from Quest for Glory I that may have missed a spell or two will likewise be granted

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those spells.

Spells available for sale at Keapon Laffin's Magic Shop are:

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Possible Inventory Items and Where to Get Them

NOTE: The more weight you carry, the faster you fire, the more slowly you heal, and the worse you fight. It is not a good idea to pick up items unless you have a specific use for them. (Of course, you don't want to drop "special" items like Essences of Elemental that you may need later in the game, either!) WARNING: Don't read this until after you've completed the game, or if you are really stuck. The items and their descriptions comain hints that may spoil the game for you.

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Defect Magic

Transport

Force Bolt

Dazzle

Levitate

FIRST REPORT

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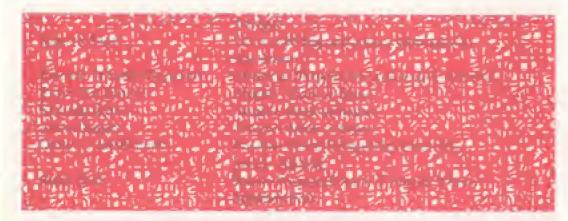
When you successfully complete the WIT entrance examination, Erasmus will give you a graduation gift of the Reversal spell.

Item	Where to Find It
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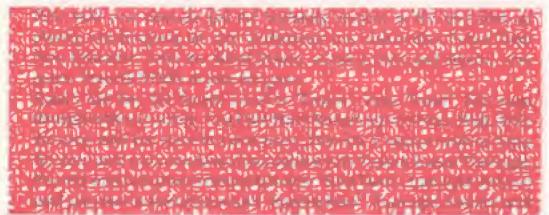


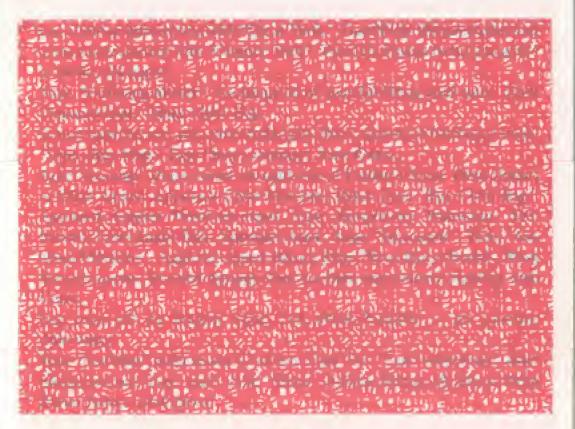
Walk-Through

Warning: This contains specific information designed to get a player entirely through the game. This is not the fun way to play. Part of this game is like a mystery — you need to talk to people to find out what is going on. This walk-through takes you through just one of the shortest paths to finishing "Trial by Fire". There are many other ways to play. To truly explore and enjoy this game, play the game first (preferably once each with all three character types), then read the sections room by room in this Hint Book to discover what you missed.

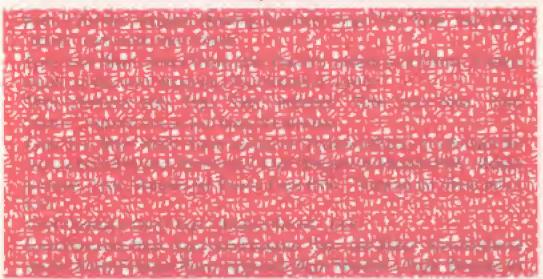
Many of the puzzles in this game have several ways to solve them, but this walk-through will only explore one particular way for each character type to approach the problems.

Beginning the Game: Day One





Day Two



Bags of Seral

Essence of Earth Elements
Silver Tea Service
Emerald Bowl
Silver Dapper
Omar's Leither Parse

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First, read your manuals and the bestime of externant this hint book on playing and deagning the type of character you wish in play. Select 'Start New Character' from the Scroll Screen, assign a name and allocate your points. Press [ENTER] to start the game.

Kaita's Tail Inn. Set Arcade Level to "hasiest". Type "Stand". Exit room through bottom of screen. Exit G to Plaza through to op of screen. Walk down the street until you come to a crossroads. Turn I if Continue walking along the street until you come to next intersection with Tarik of Kaitas. Turn right Proceed until you come to intersection with "Kital Darb". Turn right Proceed until you come to intersection with "Niufara Darb". Turn right Proceed until

you come to intersection with Disk Tork. Turn Right, Proceed until you one to intersection with 'Centure Tarik' Turn left. Proceed until you arrive. Money Changer's

Type Exchange Money . Exchange all of your Spielburg gold coins. Thief Character Only. Make Thief Sign

Return back the way you came to the Gate Plaza. Approach Alichica's stand-Type 'Buy Map'. Type Buy Compas Save Game.

Type use map. Place cursor on right side of Fighter's Plaza Press (Enter) of Click mouse. Approach Cloth Merchant stand. Type. Bus. Cloth Bag.' Approach Letter Merchant stand. Type. Bargain for Waterskin'. Exit bottom. Emer Guid Hall. Approach book. Type. "Si in name." Type. "Ask about Monsters." Approach Quest Board. Type. Read Quest Board. Read through quests. Proceed through door on right and practice lighting with Ulture.

Exit room off the bottom. Type: A k about Palading to the Liontour thoritism.

Type Ute Min', Select Kutta's Pail Inn Type "Sit' Type order food. After Shema arrives, Type Teat. Type "Stand", Follow Shema on teh to Sleep Rison. Select timul diwn...

Katta's Tallinn Standard Morum - Activities Type Sit. Type eat , Type Stand. Exit buth, Save Game.

Type: Life Migh. Select Guid Hill. Provide combat with Uhura. (Fighter and Jido this every morning) (Exit bottom of serven

Thier Character only: Type Take challenge" Type 'give dinar Type climb. Attempt this several times for practice.

Type Use Map Select lower section of Fount in Flaza. Go through the Two on the left to enter Apothecary. Type Bargain for Healing Pills. Repeat 400 to in Type Bargain for Pois in Cure Pills. Bargain for Vigor pills. Ext.

Thiel Character Only Type Bargoin for oil Fign

So at Fountain Plaza. Approach Fuum in: Type ' Get Water', Exit bottom of erein, North Fount in Plaza. Approach Brais Merch 101. Type: Bargam for

Station of Figure 1 and the second of the se

The second secon

Day Three

Lamp". Buter Magic Shop.

Martie User Character Only! Type "Ask About Spetts."

Thief Character Only; Type 'Ass, about Rope'

Exit. Type: Use Map". Select Gate Plaza. Exit off bottom.

Saurus Stable: When Ali Fakir pauses, Type 'Bargam for Saurus'

After Ali Fakir leaves, Type "Mount Saurus", Exit room South,

City Overlook. Save Game. Exit bottom of screen. Ride Saurus for five more screens tyoo will switch camera angles at one point, but you are still heading south.

While traveling in the Desert. If you encounter a monster, pause game, Read section on 'How to Fight a Monster' in this Him Book. Defeat Monster. Exit room. Re-enter room. Type: Mount Sauris'.

Turn left and head east for three more screens until you reach Oasis. Type 'Got Water'. Type 'Got Beard', Type 'Go Hone'.

Saurus stable; Type "Dismount saurus". Exit to North.

Gate Plaza: Enter Katta's Tail Inn. Type 'sit'. After performance. Standard Evening Activities. Type "order food. Type 'eat'. Type 'stand" and enter sleep foom. Sleep until dawn.

Katta's Tail Inn: Standard Morning Activities, Save Game

Gate Plaza. Exit top: Mifirst intersection, terminght onto Shirk (Darb. Proceed until you come to Tank of Stars'. Turn right. Proceed to Astrologer's House. Type your character's name to Abu's question. Type: Ask about Fritune'. Type: "Tell about self". Exit to siteet.

Use map to Fountain Plaza South, Give com to beggar. Exit bottom of screen Enter 'Magic Shop and Type 'Sell Whirl'.

Magic User Character; check inventors with the [TAB] key. Burgam for all spells you don't have, it you have the money to pay for them.

Fon top, Proceed along Shmali farik until you come to intersection with Sin Turk. Turn left onto Sitt Tarik. Knock on Door. Answer tirst question by typing your character's name. Answer with 'Keapon Latrin'. Answer with 'Ariza'.

Aziza's House: Go over to steps and step down. Answer: Yes: Type.

Farewell

Magic User Character: Return to Shinali Tank Head North ('use compass') to Khalsa Darb'. Turn left, Type "Cast Detect Magic". Proceed until you come to "Kudra Darb" and turn right. Proceed until you come to "Sahir Tank'. Turn right, Type "Cast Detect Magic. Type "Cast Open". Enter WIT, Answer with a me. Answer with Wiz itd. Answer with Frasmus. Enter into Pre-lest room. Type "Cast detect magic". Type "Cast Fetch". Type Trigger. (If you are missing a spell, type a wrong spell and try again another time after you have it.)

Re-enter WIT Answer with "Yes". Enter Initiation test, When staff is whirling. Type "Cast Fetch" (aim at staff). As staff approaches, Type "Cast Levitate". Use [Up Arrow] key to rise and maintain altitude above staff.

When stone wall appears, I ype 'Cost Trigger' (aim at wall). After wall transforms, Type 'Cast dazzle'. After climbing over wall, Type 'Cast Trigger' (aim at wall).

When ice appears, Type Cast Flame Dari' (aim at ice). After water passes, Type Cast Force Bolt' (aim at crack near center of ice), Repeat Force Bolts until de splits off screen.

When door appears, Type "Cast Open". Next, Type "Cast calm", Type "Cast Fetch (aim at door). Type "Cast Force Bolt" (aim at top of door). Use your bridge

WIT. Answer with "No" Congratulations, you are now a Wizard Inmate. Exit and bit [Control D] to find out time of day. Explore town until evening.

Fighter Character Only. Use map to go out to Saurus Stable. Get Saurus' and go out into the desert to fight monsters. Use Healing and Vigor Pills as needed to restore Health Points and Stamma. Return if you run out of pills or night talks.

During the next few days, the Fighter needs to go out into the desert and defeat one of each of the following monsters in order of toughness. Jackalia in Brigand, Ghoul, Scorpion, and Terrorsaurus. Some of these monsters are only out at night. After monster is defeated, get Ghoul's Claws and Scorpion's Tail to sell to the Apothecary. Explore the desert daily with your saurus and try not to get killed.

Thief Character Only: Return to Katta Tail Inn. Go into Sleep Room and sleep

Day Four

Contract California Contract Charles Contraction

Day Five

Day Six

north evening. Type: Sit., Follow Evening Activities as described below, but do not enter Sleep Room. Exit Inn instead.

Gate Plaza: Enter Katta's Tail Inn. Type "su". After performance: Standard Evening Activities. Type 'order tood'. Type 'eat'. Type 'stand'. Non-Thieves. Enter sleep room. Sleep until dawn.

Thief Character Only: Use map to visit Money Changer, Follow her instructions to the letter to find the Break-in Flouse. Sneak over to the house (Type Use Straith'), and hit [Control D] to determine time of day. If it is before "Middle of the Night", wait a bit. If it is after, then try this tomorrow night. It it is right on time, Save your goine.

Break in House Type Pack Lock' to get min house Type "Use Stealth". Sneak over to the shelves. If you make a noise in this house, stop for a tew econds. Type "Get Teaps."

Stieak over to the wardrobe. Type use oil on hiness. Type open doors?'

Type Search Wardrobe', Type "Get Bowl"

Snear over to the fur recurrent Type 'look under carpet'. After Ha an leaves, to book over to rolled carpet. Type open trapdoor". When you hear a noise outside, Type mitoil carpet. Type Inde in Wardrobe. After Ahmak leaves, sneak back over to the large carpet. Type 'Look under carpet'. Type pick look on the st. When you hear a noise outside, Type 'unroll carpet'. Type hide in Wardrobe. After Jabir leave, sneak back over to the large carpet. Type look under carpet.

Follow Standard Morning Procedure in Katta's Fail Inn, Save Game, Then, practice Fighting Skills with Librar Exit Could Hall

Thief Character Only 10 e Vivor pill after Frehung prience. Challenge the Challenger several times.

Use map to Astrofoger'. House, Type 'ask about fortune'. Exit-

Explore town and desert rest of day

Fighter Character only: Visit We, pon Shop, Type "Ask about Ann Wress tlong" Type Bet" Ann Wresite several times with Is or.

Thief Character Only' Return to Money Changer's Type Yes', Type "Bur-

sam about bowl. Type Bargam about teapot. Type. Ask about sale.

Then explore things until nightfall, follow standard Evening Procedure, but don't go to Sleep room. Exit Inn,

Evening: Follow standard Evening Procedure.

Thust Character Only: Use map to get to Fighter's Plaza East. Go up to door of Weapon Shop. Type "Pick Lock". Enter hop. Close door. Go over to anvil. Type "use oil on anvil" Type "push anvil. Type open trapdoor. Type "pick lock" on strongbox. (If you do not succeed, replace things back the way they were and try ag un tomorrow night after practicing your skills on some doors on the way over here.) Return to Inn and sleep until dawn.

Kaita's Tail Inn: Standard Morning Activities, Save Game

Gate Plaza: Avoid the Fire Elemental, Exit North

If e map to go to Aziza's Knock on door Enter and sit down. Type "Yes Ispe Ask about Elemental." Type Ask about Fire Elemental. Type 'Ask about Continuer 'Type 'Ask about Continuer Type 'Ask about Continuer Type Thanks' Type Farewell.

Use map to go to Apothecary Type "Ask about Fire Elemental", Repeat Question Type Ask about Fluine Type Bargain for incense. Exit. Approach Fountain, Type Get water', I se map to go to Gate Plaza.

Gate Plaza: Type 'use incense.' Head to exit north. Continue north until you run out of incense. Type. Drop lamp. Wilk towards Elemental and type "use waters and... Fire Elemental should jump into the lamp. (If timing was off and Elemental escapes, pick up your lamp, get some more incense and try again.) Type. Let Jump.

Explore town and desert rest of day, then follow Standard livening Activities.

Follow standard procedures and exploration for rest of day, Save Game. Buy more Healing and Vigor Pills as you need them. Refull your waterskins regularly.

Thief Character Only, Visit We, poin shop during the day, Type "buy daggers". Fighter Character only! Visit Weapon Shop, Type "Ask about Arm Wrestling". Type 'Bet., Arm Wrestle several times with Issur, unless you win

Day Seven

Day Eight

Day Nine

Day Ten .

en en de seu de la fille de la description de la fille de la description de la fille de la fille de la fille d La fille de la La fille de la

Day 11

Day 12

Follow Standard Morning Procedure and go to Guild Hall. Type "Thank Rakeesh". Practice with Ubura. Exit Guild Hall.

Use map to go to Fountain Plaza South, Listen to Omar's poetry, Exit and do some more exploring. Return to Fountain Plaza, Type "Look at ground", Type "get purse".

Follow standard procedures and exploration for rest of day.

Thief Character Only: Go to Magie Shop and Type 'Bargain for rope".

Follow St. indard Morning Procedures. Save Game. Work out at Guild Half Thief Character Only: Practice Tightrope skills if you haven't crossed the rope yet.

Fighter Character only; Visit Weapon Shop. Type "Bargain for sword". Type "Tell about Air Elemental". Type Bar". Ann Wrestle several times with Issur unless you win. (If you don't win the bellows, try again tomorrow, if you run out of money, go monster hunting for fun and profit, then try again tomorrow.) Use map to visit Aziza. Follow usual procedure and type "Ask about Air Elemental".

Use map to visit Magic Shop. Type "Ask about Air Elemental". Type "Ask about Air." Type "Ask about Fooler's Earth".

Follow standard procedures and exploration for rest of day.

M gic User and Thief Characters Only: Do not go to bed after supper. Use map to go to Fighter's Plaza East. Type "sneak". Go over to Weapon Shop. Thief Type use rope for Magic User. Type Cast Levitate 't. Type 'Get Bellows'. Use map to return to Katta's Tail Inn

Follow Standard Morning Procedures Save Game Work out at Guild Hall. Use map to go to Plaza of the Palace.

Fighter Character only. Go up to Air Elemental and try to force your way into the funnel. Type "drop earth". (It takes a very high strength to do this. It you continue to fail, try the Thief approach.)

Marie Character only: Go into center of room. Type "Cast Levnage". Use arrow keys to rise above level of An Elemental. Wait until Elemental is below

you. Type "Drop earth" it you run out of spell points, go to the apothecary and buy Mana Pills. If you continue to miss, try this again tomorrow when the Air Elemental will be trying to get you.)

Thief Character Only, Go into room. Type throw dirt (aim at top of fannel), the you continue to miss, it might help to go out into the desert and do some target practice with your daggers at rocks and monsters to increase your throwing skill.)

Once Elemental has been prounded, Type 'use bellows' to capture Air Elemental

hollow standard procedures and exploration for rest of day.

Fellow Standard Morning Procedures. Save game. Work out at Guild Hall. Defect Elemental if you haven't already done so Follow standard procedures and exploration for rest of day.

Follow Standard Morning Procedures. Save Game, Work out at Guild Hall. Third Character Only: Practice Tightrope skills if you haven't crossed the rope yes.

Follow standard procedures and exploration for rest of day. Make a point of returning to the Katta's Tail Inn in the evening to hear Omar's Speech and accept reward. Thank Omar.

Follow Standard Morning Procedures, Save Game, Work out at Guild Hall-Tilk to Rakeesh, Type "Ask about Nature"

Fighter Character only: Type "Ask about Sword"

Use map to go to apothecary. Type 'Ask about Earth', and 'Tell about Earth Elemental'.

Exit shop, Exit Bottom of the Fountain Plaza South. Exit Top of Fountain Plaza North, Hum for Earth Elemental in the streets in the northern part of the city.

Fighter Character only: Using Rakeesh's Fluming Sword, you want for the

Day 13

Day 14

Day 15

Earth Elemental to approach and then fight it. Keep an excisin your Vital by and Stantina. Run Away it necessary, take some pills to heal, and esume fight outil Earth Elemental crumbles.

Mozic User Character only. When Faith Elemental appears. Type C st. Plante Dari, from at Earth Elemental). Continue to cast Plant. Daris at the Earth Elemental. Run away if it get, too close or you min out of Spell Points. Take a Mana Pill and resume blastics at Earth Elemental until it enoughles. Third Character Only: When Earth Elemental appears, Type "thous powder faith at Earth Elemental).

After Earth Flen entil crumbles. Type "get earth"

Follow standard procedures and exploration for rest of day

Follow Standard Morning Procedures, Save Game, Work out at Guilif Hall-Fighter Character only: Return Rakeesh' sword to Uhura Type 'pive sword

Use map to go to Sourus Stable Type Get Sourus" Go to Dervish as Oasis (Five screens south of Shapeir Overbook and turn left)

Oasis, Type: Ask about Puzzle.' Type: Go home: From S urus Stable 20. South to Shapeir Overlock: Head west for five screen, and then head south until you come to Caged Beast.

Caged Beast Type Dismount Sources' Walk over near cige Type Give water. Go back over to Sources. Type 'mount Saurces' Exorercer. Type Go home' Dismount Saurces at stable and exit north into town. Use map to rotto Apothecity.

Apotheary: Type "Ask about Dispel Potion - Repear question - Type "Ask about ingredients. Type - Ask about Front of Compassion - Exit shop. Approach founting, get water. Use map to 1040 Aziza's

Aziza: Follow standard procedure in this room. Type "Ask about plant". Type thanks.". Type "tarewell - Use map to return to Saurus Stable - C et Saurus." Exit south.

Shapeir Overlook: Head west until you enter moni with Grittin's Sext. Espe. "Dismount

Figure Character only; Type 'Look, Type Look at debris. Approach rock

ATE MOVE DIES

direct serith agerta is Approach holtomal rest Type Cart Levitate.

Usper lock miner? "Type bet feather"

Facility is net Only Approach to nomotinest. Type ascrope a type look in nest. Type get leither .

After you have Feather, Type Mount Saurus.' Excreast (mehr side of screen), commune until you come to room with Plant Woman.

from Woman: Type Di mourt. Approach plant. Type 'Cove Water. Type teo contselt. Type give element de util. Type tell about barth b'enen-in'. Is per give hue. Type Julanar. Once you have truit, pproach Saurus. Is per Mourt. Sourus. Type to hume.'

Startis Stable: Dismount Sauru, Exit nonth to city. Use no pitogo to Fountain and refer to after The run in a to enter Kinn's Tail Inn. and follow found of Evening Procedure.

Follow Standard Morning Procedures, Save Game. Work out at Guild Hallte map to 30 to Apothecars.

Smitherary Type Give feather. Report Type Give Fruit Exit shop Go in San us Stable "Got Sauros" Eva South

Shaper O erlook. He id viest for five screens and then he id south until you one of Ciged He it. Dismount Saurus and approach vine. Type 'give to be and 'give tood. Go around to back ide of Beast. Type 'eet hair' type. Give Dispet Pation'. After Al Scurya disappears, remount Saurus. Follow standard procedures and exploration for rest of day.

Follow Standard Montany Procedures, Save Come, Work out at Guild Hall. The snop to go to Fountain Plaza

Sound in Plaza. Approach For name cautiously to avoid getting caught by Water Florenday Type. Drop Water kin't Type are bellows. Type for vaters in

I allow standard procedures and exploration for related day

Fight - Characteronly When no the tall a use map to go to Fighter Plaza West

Day 16

Days 17 - 26

ter for the control of the control o

Day 27

Day 28

Blue Parrot Inn

Day 29

Exit from to Right. North). Proceed along street antil you come to intersection with "Askeri Darb". Turn lett on in Askeri and proceed until you come to the door at the end of the street (use the street map supplied with the game). Save Game. Enter door.

EOF Room, When high come up, Type 'e cape', When Warner approaches and you are tree, use your Dodging Skill to dodge around him to get to your equipment to Key on the Numeric Keyboard). Save Game, Once you get your welligon, treat as standard on that until you or your opporent collapses. (If you are defeated, testore game and try again.)

Follow Standard Morning Procedures: Save Game: Work out at Guild Hall-Fighter Character only: Type: Practice with Rakeesh...

Thict Character Only: Exit and ity out the Tribhrope Challenge it you haven't won yet

Use map to visit Aziza's. Atterwards, use map to visit Plaza of the Palace, West Approach Jewelry Stand, Type thanks'.

Use map to vivit Apothecary, Buy Healing and Vigor Pills.

Follow standard procedures and exploration for rest of day. Be sore to arrive back at the Katta's I all Inn'by evening to hear Omar's poetry. Approach Orear after poetry reading. Type 'return purse.

Carayan to Raseir. It you have a mouse, try some Shitt-Clicks,

Ruseir Gate Plaza. After your greeting by Khaveen, Save Game and enter Blue Parnot line. After Ferrari's invitation. Type 'sat'. Answer Ferrari's Question with Corree'. When Bartender arrives, Type Drink'. After you are dismi-sed, explore town but return here as meht falls.

Blue Parrot line, evening, After invitation from Ferrari, Type [sur]. After being introduced to Ugarie, say "Pay Ugarie". To Ugarie, Type [Ask about service]. Type [Ask about Water].

Thief Character Only: After information, Type make thief sign',

Type Stand' Exit off screen left behind the bar to go to Sleep Room.

Exit Blue Patrot Inn. Save Game. Exit Rasen Gate Plaza to North. Proceed alone street until you come to Raseir Fountain Plaza North. Exit lett side of the bottom of screen. Observe Ugarie's arrest. Exit bottom of screen. Exit Raseir Fountain Plaza North. I top of screen. Proceed along street and you are accosted by a woman. Follow the woman to the right. Enter open doorway. Harrin Girl's House: When asked: Type "give clothes". When asked, Type give Visa. Want for a second after she leaves, and exit. Type "use compass". Head south until you come to the Rasen Fountain Plaza South. Type "read sign." Head back north and return to the Blue Partot Inn as sunset approaches.

Thief Character Only, When invited by Ferran, Type sit., When asked, Type yes.' Save Gaine. Exit Blue Parrot Bin. Type "make thief sign. Type sites.' Exit top of screen and proceed done street until you enter Fourttain Priza. Wait until guard exits room. Approach unbarred window and Type use rope.

Ruseir Break in House: Type sneak. When you make a noise, stop for a second before proceeding. Head over to display cabinet. Type oil hinges'. Type 'get bird'. Return quietly to window and extr. (If you ret caught, restore game and try again.) Sneak back to Blue Parrot Inn. Blue Parrot Inn. Type 'yes', Type 'give bird'. Go to Sleep Room.

Go to Sleep Room.

Exit Blue Parrot lin-

Lift Cell: Approach Kana, Type "Ask about Sharat", Type "Show Pin" Fighter Character only "Approach gate to cell. Type "Break down gate" (If at first you don't succeed, try, try again.) Magic User Character Only: Type "Cast Open" (aim at cell door),

Thief Character only: Approach door to cell. Type "use pin -

Exit cell. Goover to equipment on right side of screen. Type 'get equipment'

Type carefully out from through secret passage. Proceed long street until you must A I Asia. In they from to the Forbid for City.

Forbit on City Door, When asked, Type, Use morne, Enter into Forbit, Univ.

An Room Type of lamp. Extremeloden

Water Room: Set Article Skill in months into lowest. Savo rand. Approach Falls. When something comes falling down in the water. Type "jump. When you approach it justing not beginn at bottome screen, type jump. Of you miss, restore game, and try again.) Approach lest side of screen. Find place where are is being sucked.

F) hter Character only Type are shought. Knock down meks to block half. Magic User Character only Type. Cast Force Bott. (A matrocks over hole). Knock down to eks to block hole.

Thief Chart eter Only. Type Took at rocks. Type are the verticots. Knock disknocks to block to be

Approach steps at top of sereen. Climb up and it we off screen right. Passitirough Air Room from left to right into Fin. Room.

For Room: Type a water'. Save Game. Watch sequence of hise Grysers. Follow path from in historial left terming you call to avoid legsers.

Is rib Roome To report child

Fighter Character only: Approach edge of Cliff. Type jump

More User Canacter only. Approach edge of Chiraltype. Cart Levitate -

Thief Character Only: Approach edge of Chir. Type are rope

Approach over To answer, Type 'Suleman Fast Through door

Freakure Room. Part on through to door or left and exil from

Iblis Room: After Ad Avis leaves, walk back down not a Appro-ch bostom right. Type: Look at elimi. Type: get rang. With Dinant. Type: Ask about withes: Type: wish for healing.

Firther Character only: Type Wish for Strength

Magn. User Character only. Type: Wish for Magn.

Thiel Character Only Type Wish for Acility .

Type Teleport.

Plyant Dr. Francis P. Lice.

for homomied freen latter Shiral Lives

I niet Charterer Only. Type "use stellth" before einting mon-

Phace of the Emir Gales

Finner Clear site only. Quality approach rate goards and fight them. Then Type Topon out. Report if necessary

Marie User Character only Type: Cast Dazz'e" Type: Cast Open" (annual 2014) Enter into Palace.

For a Character Only. Sneak, done shot iwa to will confeft side of screen. With north Europe Levi of fleh.

American or, higher, and Mobile Users unity

Figure Character only Wait word wand leaves Save tome Type Jump' Water Khaveen asks you to yield. Type get sword. When Khaveen loses word. Type get sword. After Khaveen ordereded Type Take her line pill to up to door or right. Type, Force Door. Enter Ritual Chamber.

Minic I ser Character only: With until ite rd have. Savegome Type "Cast Chin. After Khaveen looves, Type "Calt Levinite. Type Cast Reversal". I in a Cast Open Januari door). Enter Runal Chamber.

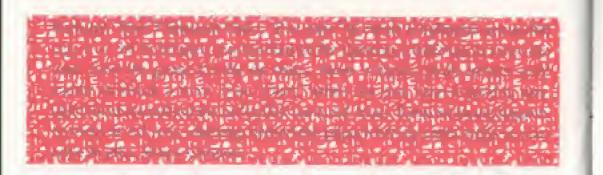
R and Chamilton Furthers and Magnett en only.

Forther Character only Type escape. Approach unfar and eard knock in the Type from The Test Lett. Now he districtly at Ad Avis. Head through Fire at Avis. Watch Circion.

* Orac Use Charmer only. Type "Cast Frig. cr" (aim at statue). Type "Cast 1:00 h. (aim at unlit candle). After Ad. As a thrown spell, move to center to or roth areas Type "Cast Porce Bolt. (aim Helt wall near deor to hounce Indicotr and his brazier). Waich Carroon.

Her or Thirt Charteer Only: Watch the show and relay for a bit. When you see rold to go and have input), move your character to the exit at the left side of the screen.

For all Rooms Third Character Only. Be sure to sneak. Snock below the mattern. Wait in the sit me humach will slover to tak to the harding girl, how neak over to the table. Wait until the guard walks all the way oft-screen to the right, then meak directly to the balcony exhiupper left corner of screen).



Bits About Bytes

Well, we got a little carried away this time. Personally, I have a lot of fun looking at the statistics after finishing a game (believe me. it's a LOT easier than writing the game in the first place!) Here's some of what went into Quest for Glory H: Trial By Fire, along with comparative figures from Quest for Glory I: So You Want To Be A Hero.

The team consisted of up to eight programmers at a time (versus four on *Quest for Glory I*), ten artists (versus four), two musicians (up from one), and two designers (well, call that 1.75, up from 1.25 last game grin). The game took just over a year (just as with game 1, only it seemed like at LEAST twice as much work with twice the people on the team!) Between us, we managed to create:

Quest for Glory I Quest for Glory I

604,000 characters of text 375,000 characters

135,000 lines of source code 111,000 lines

(that's 2,840,000 characters vs. 1,980,000 characters)

607,000 bytes of pictures 535,000 bytes

2.835,000 bytes of animation 1,560,000 bytes

630,000bytes of sounds/music 314,000 bytes

(We added digitally-sampled sounds for the Soundblaster, PS/1 and Tandy TL)

Major thanks are due to Larry Scott, who created a new version of the SCI interpreter which removed many of our space restrictions from individual "rooms". This game would probably not have been possible (or at least would have been far more painful to create) without his improvements!

We would also like to take this opportunity to point our how crucially important every member of our team was to this project. While the game design comes from Lori and me, the *Quest for Glory* games "work" precisely because everyone on the team contributes ideas and works their tails off to make every aspect of the game -- design, art, music, and programming -- work in harmony. Each of us has

Balcony. Thief Character Only. Use rope to create a tightrope across the cap. Use the techniques you learned in the tightrope challenge to cross the rope. Save the game. On the far ledge, throw a danger at the nearest unlit candle to knock it over. Type 'Duck' when Ad Avis casts a spell at you. Quickly move behind the next pillar (near Ad Avis). Keep throwing dappers or nocks at Ad Avis (ducking behind the pillar when he easis spells at you) until be falls. Watch Carroon.

literally given up a year of our lives (most of us at a 60-hour-n-week or more pace) to bring you this game.

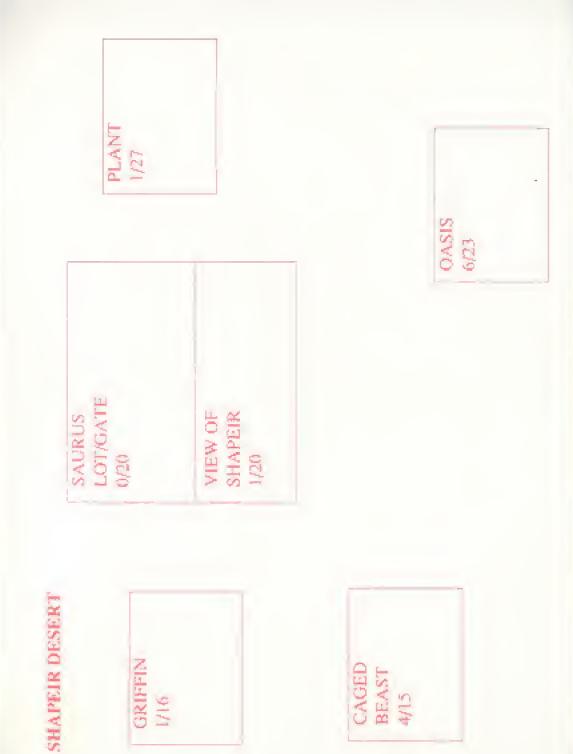
- Corey Cole

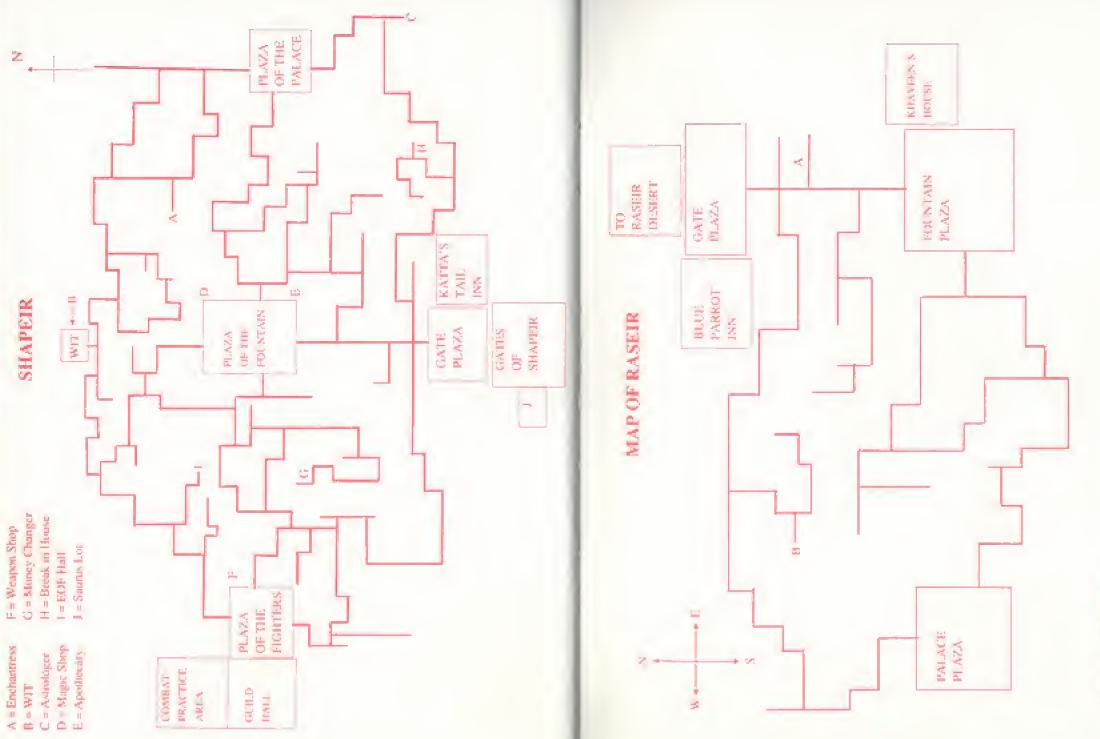
About the Designers

Lori Ann Cole has been playing games for as long as she can remember, Actively involved in fantasy role-playing games since being introduced to them at the Phoenix World Science Fiction Convention in 1978, co-publisher with Corey of a fanzine devoted to the subject, and Fantasy Gaming coordinator at various Science Fiction Conventions, Lori has since found a way to share her love of games by creating computer games from her fantasies. She and Corey are currently designing the four game Quest for Glory series for Sierra On-Line. She is the scriptwriter and director for the projects. She also writes the manuals and the him books.

Corey has been a professional programmer for nearly 15 years, and a role-playing game addict almost as long. He wrote the Tower of Indomitable Circumstance role-playing game module for Judges Guild, and founded the Mensa Fantasy Gaming Special Interest Group. After years of trying to "break in" to the computer game industry. Corey became a programmer/game designer for Sierra On-Line three years ago. He helped his wife Lori develop Quest For Glory 1: So You Want To Be A Hero, and Quest For Glory 2: Trial By Fire. Corey is the technical designer and programming director for the games.

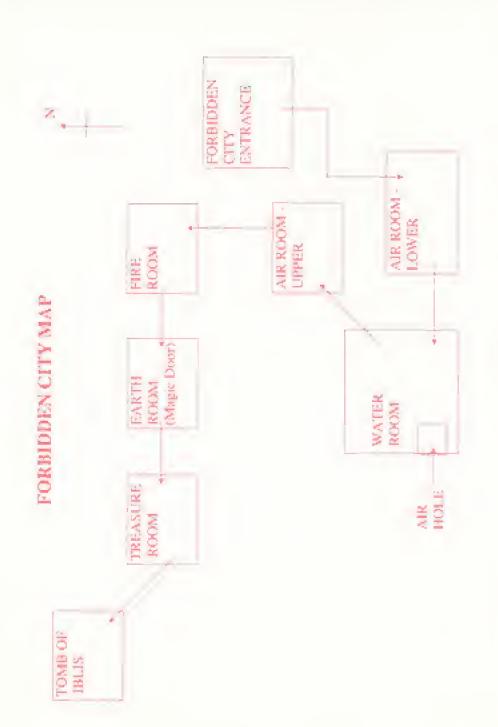
Together, Corey and Lori live with their son. Michael, three cats and a large hairy dog on a ranch in Ahwahnee, California, where they raise oak trees, deer, quail, jackrabbits, and the occasional fox.





51

A = Emir's daughter B = Secret passage from prison



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